



# FLASHBACK







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## SCENARIO

The year 2142, Conrad Hart, agent with the Galaxia Bureau of Investigation was in great danger. "Got to keep one step ahead of them, if I don't I'm hamburger!"

Hugging the shop fronts, collar turned up, he was making his way back to his apartment.

"I must try and contact Sonya, wherever she is, and get to headquarters, it's the only safe place."

While field testing his latest piece of equipment, the Molecular Density Analyser, Conrad and his girlfriend Sonya made a startling discovery. Certain individuals had a molecular density so high, the only conclusion could be that they weren't human! Since then, Sonya had mysteriously disappeared, leaving him as the only one who could warn the authorities.

"They'd better believe me... Still, if they don't, the visual record of my discovery can be extracted from my cloned memory patterns within this holocube I'm carrying. They've got to believe that!"

Reaching his apartment block, movement from the top of the building opposite caught his eye. As he turned around to get a better look, a pulse of laser light caught him square in the centre of his back, sending him sprawling across the sidewalk. Almost immediately, the silence was broken by a whining roar. A sleek shuttle hovered over head. Its landing thrusters blew clouds of water vapour and trash into the air all around as it sat down beside him. Two dark suited figures got out and with their eyes scanning the surrounding buildings, quickly approached an unconscious Conrad.

"Get him into the shuttle fast!" rasped one of his captors, "I'll contact Central Command."

He brought a walkie talkie up to his mouth.

"Number Seven here. Subject acquired, we're bringing him in."

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Semi-conscious and totally paralysed, the only thing Conrad could do was listen to the voices of his kidnappers coming from the front of the shuttle.

"I don't see why they bother with all that memory erasure business." Came a voice. "Why don't they just have us kill him and be done with it?"

After a short pause another voice responded.

"Insurance...We'll place one of our agents in his job with orders to gather as much information as possible. If for any reason, the operative is threatened with discovery, we can extract him and send this one back minus his memory. Everyone will think he's gone ga- ga...leaving us undiscovered."

"Ah...I see, but where..."

Suddenly a third voice blasted over their conversation.

***"SHUTTLE HQ782, THIS IS TITAN FLIGHT CONTROL, STAND BY TO RECEIVE RE-ENTRY COORDINATES."***

"TITAN!!" The thought almost burst out of Conrad's skull. "I know I've been out for a while but not for that long!...."

Squirming, fighting against his bonds, he could feel what little strength he had left slowly slipping away.

"Got to remember to escape, escape, escape, escape, esca...."

The shock of his position was too much for Conrad, a wave of unconsciousness swept over him.

Light, Blinding light. Conrad staggered to his feet. Grazes and cuts on his wrists and ankles burned painfully.



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"Can't remember..., where am I ..., who am I..., what's going on?".

Before Conrad realised what he was doing, he was running down a long corridor gun in hand.

"Got to getaway!" the thought kept repeating itself over and over in his head.

Alarms suddenly broke the silence.

***"ATTENTION, ATTENTION... DANGEROUS PATIENT ATTEMPTING TO ESCAPE... SECURE ALL EXITS... SECURITY TEAMS TO LEVEL 3..... ATTEN"***

Conrad stopped dead in his tracks. Confused and scared, not knowing which way to turn he stood transfixed.

**PTOOM!!**

A laser blast striking the wall nearby shook him back to reality. Two guards were closing in on him.

"This is Security Team 2, Patient near entrance to main hangar area. Close Security Door, Level 3."

With no time to think, Conrad hurled himself through the closing doorway. Scrambling to his feet, he spotted a Hover Bike.

"Open the door! Open the door!" Both guards yelled into their intercoms, watching Conrad climb aboard the bike.

"Stand back!" Three blasts from one guard's laser gun and a shoulder charge from both of them shattered the door.

Conrad had already cleared the hangar by the time the guards had bought their guns to bear. A frustrated guard called in the news.

" The patient has escaped on a stolen Hover Bike, continuing to pursue in a shuttle."

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Skipping the tree tops, the shuttle and the hover bike were locked in an aerobic cat and mouse game. The more agile hover bike ducking and dodging laser blasts from the larger, but slightly faster, shuttle that was slowly closing in.

"5 more seconds and I've got him!" The determined guard muttered as he began to match Conrad's manoeuvres with the targeting cross-hair on his heads-up-display.

Two pulses narrowly missed but the third one hit its target. A plume of sparks and white hot gas exploded out of the back of the bike marking the end of Conrad's bid for freedom. Rocking violently the bike spiralled downward out of control. Conrad plunged through the jungle canopy and with the ground rushing up towards him, blacked out. The shuttle circled over the crash sight once. Satisfied that there was nothing left to salvage, the smug guards returned to their base. Unknown to them, Conrad was still alive lying in the undergrowth.

As the sound of the shuttle's engines died away into the distance, Conrad stirred. Moving his arm to try to get to his feet he knocked what looked to him like a small plastic box over a ledge. Standing up he walked over to the ledge and looked around. Vegetation covered everything, huge trees draped in vines, rocks and boulders overgrown with mosses and grass. He could clearly see the box about 10 metres below, a red light on the side of it blinking steadily.

"Might as well go fetch it." Conrad thought. "I suppose it could contain something useful."

He thought he was safe now. However, we know different and it's up to you to make sure Conrad gets to know too...

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# FLASHBACK

## **Script**

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.

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YFFIC LE BLOAS

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## **Uk, German & Italian Production**

U. S. GOLD LTD

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# NEWSPACE

15 April 2142 SPECIAL EDITION No 45.



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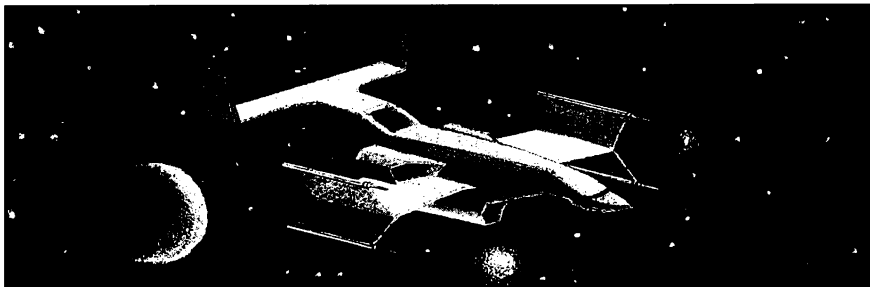
Cinema, Museum.

Holoscope.



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## BACKGROUND



Throughout the 20th century, an unprecedented political and economic crisis afflicted Earth, leading to the systematic disabling of its programme to conquer outer space through lack of funding. The highest priority now was to carry out research into new energy sources, preservation of the environment and maintenance of the cultural heritage. However, at the dawn of the 21st century, provision of considerable funds from an unknown source released by the politicians of the new, unified government, permitted a return to the space research programme.

The conquest began gradually with the construction of huge, manned artificial satellites. Several lunar bases were created with the view to becoming future earth colonies within the solar system. The considerable advancements made together with the supply of increasingly greater sums of money allowed man to explore, even as far as the planet Titan.

|   |        |
|---|--------|
| 1 | 5D45E6 |
| 2 | 4C6520 |
| 3 | 706972 |
| 4 | 7HG895 |
| 5 | 7DIJDH |

|        |        |
|--------|--------|
| 24F56F | 5D45E6 |
| 184Z62 | 45S6ER |
| 4R56T4 | 87R954 |
| 956D56 | 778F95 |
| 9665D2 | 7D1JDH |



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## TITAN

Saturn is orbited by a large planet that is permanently obscured by the dense atmosphere surrounding it: Titan. This planet, between Mercury and Mars in diameter, is the only one, along with Earth, whose atmosphere is mainly made up of nitrogen. With its density of just 1.9, Titan's composition has to be half rock and half ice. Titan's atmosphere, almost 90% nitrogen, about 10% methane and traces of hydrocarbons, is very dense, and the sky is probably never visible from the ground. The average temperature is about -180 degrees.

Under such conditions, you can imagine Titan as being a world that is forever plunged into a kind of pale twilight, veiled by thick fog and lashed by methane rains. The dull, monotonous brownish landscapes are perhaps the most desolate in the entire solar system.

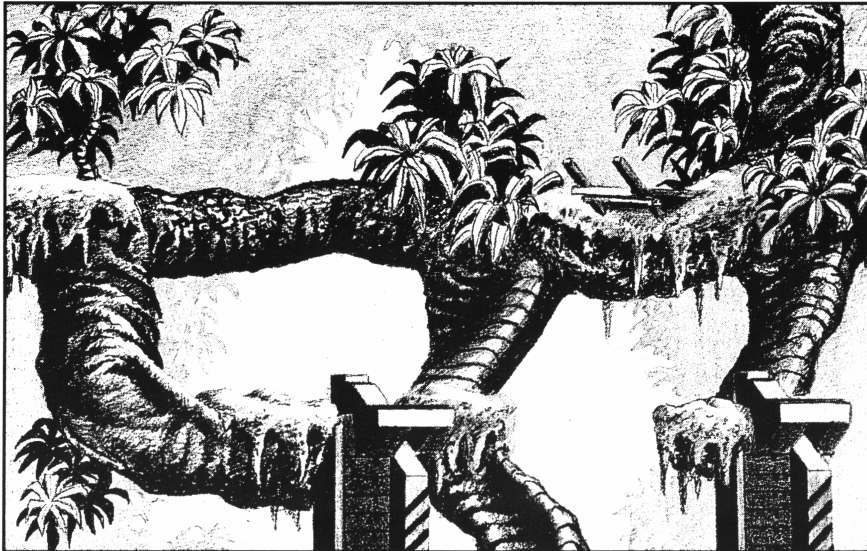


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| 3      | 676520 |
| 4      | 5G76N4 |
| 5      | 7861GJ |
| 365J6Y | 94H512 |
| 9G896F | HL246E |
| 34854G | 54N6G4 |
| 1B25T4 | 5G76N4 |
| 5H46G1 | 7861GM |



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In order to exploit Titan, the inhabitants built gigantic domes the size of towns, beneath which life went on at two different levels. On the upper level, a large artificial jungle was created to supply oxygen.

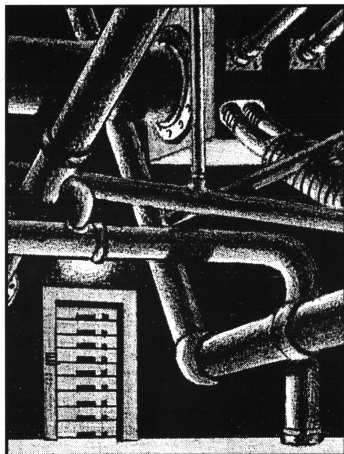


**Upper level: the artificial jungle**

|   |        |
|---|--------|
| 1 | 5F3JF1 |
| 2 | 657374 |
| 3 | 20756E |
| 4 | 6J5611 |
| 5 | 3B17DA |

|        |        |
|--------|--------|
| 9134D6 | 5F3JF1 |
| KL378N | G54H22 |
| 6LF4V3 | 1B36F5 |
| 77V96D | 6J5611 |
| 9F4922 | 3B178A |



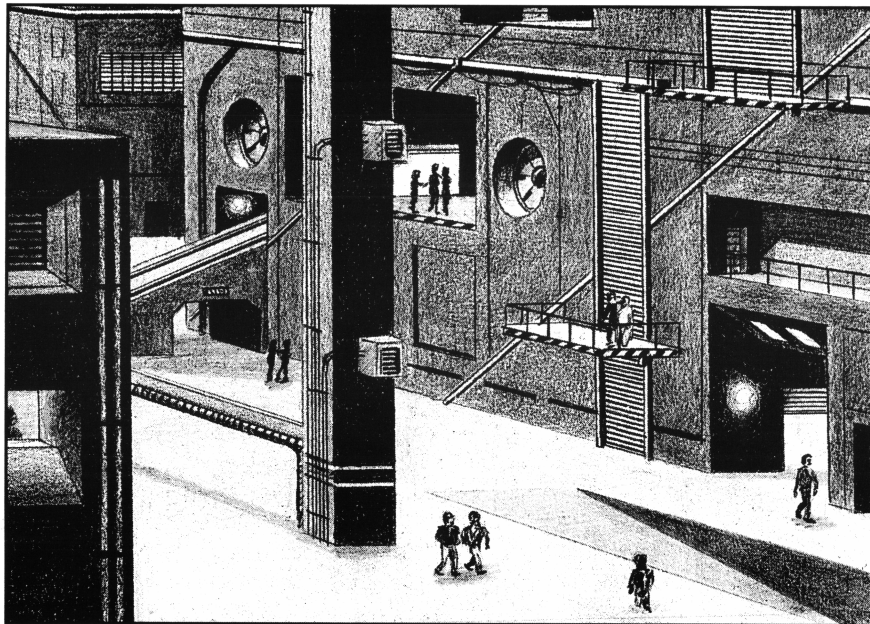


**Air ducts**

- |   |        |
|---|--------|
| 1 | HDK65D |
| 2 | 207472 |
| 3 | 8A7320 |
| 4 | H5FOKF |
| 5 | 89AD7B |



- |        |        |
|--------|--------|
| TY546D | HDK65D |
| 1K23UF | 15K6U1 |
| 3312NP | 78X15C |
| HDJ645 | H5F2KF |
| 4L56A4 | 89AD7B |



### **A street in the Europa N.W. District**

Oxygen produced by this vegetation is conveyed to the heart of the city, situated on the lower level, via an extremely elaborate ventilation system. The underground city (N.W.) can be reached through shafts located in the jungle.

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The capital of Titan, New-Washington, is a pleasant town where job prospects within the mines ensure a promising future to those willing to seize the opportunity. For this reason, a large number of Interstellar companies vigorously compete to offer numerous benefits to the future pioneers of the new colony, including Earth-Titan tickets at very reasonable prices, the chance of frequent trips back to Earth, all matters taken care of on arrival... in short, an ideal world!

## UTOPIA BAR

“Cheers!” a word frequently on the lips of the thirsty clients frequenting the Utopia bar. What could be more natural, after all, we have come to one of Earth's best ambassadors, here on Titan.

Wine and beer, brought over in special ships, flow freely and conversation becomes quite lively, but always good-natured.

Open 24 hours a day. You will find a welcome warm enough to make you forget the worries of city life!

Address: 1023 Oscar Wilson Avenue (A.M. District)  
Underground: America, HP PHONE: AME-658X

|   |        |
|---|--------|
| 1 | 11B24G |
| 2 | 76696C |
| 3 | 61696E |
| 4 | 5B1953 |
| 5 | 5G6BF3 |

|        |        |
|--------|--------|
| P8Q432 | 11B24G |
| 3G153D | 6L5D46 |
| 1V6C5D | 75G4FD |
| 1F23G5 | 5B1953 |
| 1B9532 | 5G61F3 |





## A LUCKY WINNER

The draw for "A contract for Titan" has just taken place in the Tokyo Skate-ball stadium, and Mr Firbank was awarded the prize of a work contract on Saturn's satellite planet.

"How do you feel, Mr Firbank, knowing that you have been chosen to leave for Titan?"

"I'm very happy at the thought of finding myself on this prestigious planet, and I want to thank once again, the Interstellar Mining Company, as well as the Interplanetary Travel Company."

"Do you know what to expect over there, or up there, if you like?"

"Yes, I have a vague idea from the information I was able to gather before taking part in the contest, but I prefer not to know everything so as to get a surprise once I arrive on Titan."

"Well, Mr Firbank, allow me to present you with your Earth to Titan ticket together with the programme of activities which are available in New-Washington. Mr Firbank, congratulations once again, have a good trip, and good luck."

"Thank you, thank you, see you soon."

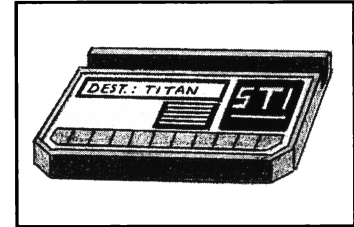
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2 206482  
3 666175  
4 ZRQB21  
5 884B61



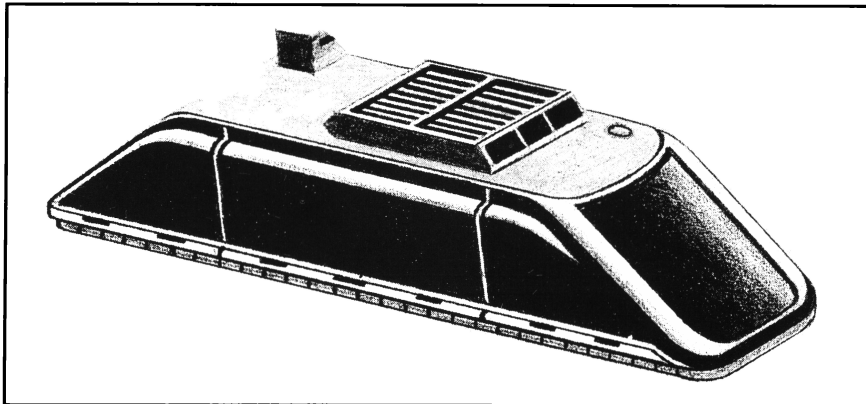
G15B3A 55N623  
1G321F 51B95D  
K65773 LK6G5B  
8C456D ZRQB22  
1F2364 884B61

## PROGRAMME OF ACTIVITIES ON TITAN:

Mr Firbank, you have just won a trip to the planet Titan, enabling you to discover the wonders of its capital (New Washington) as well as the possibilities of work on offer by the Interstellar Mining Company. First of all, on your arrival, you will be taken to the luxurious hotel "Planetarium" close to the Museum of Ancient Art. With spacious rooms, a business centre, a superb outdoor swimming pool and gym, this hotel puts a free shuttle service at the disposal of its clientele, allowing you to visit all the districts of New Washington.



**Have a good trip!!!**



**Latest model of shuttle.**

|   |        |
|---|--------|
| 1 | 42CNKL |
| 2 | 742021 |
| 3 | 004372 |
| 4 | 26C3VB |
| 5 | BCV653 |

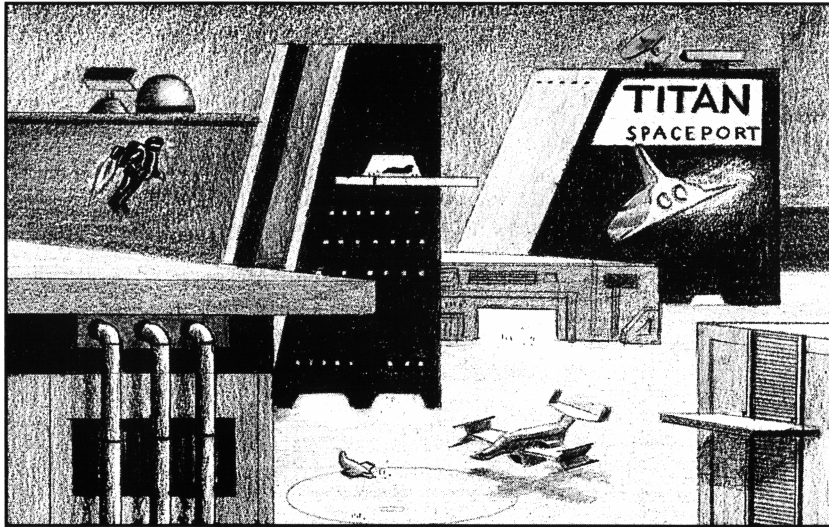
|        |        |
|--------|--------|
| 456RTB | 42CNKL |
| 122F56 | 1F5HC9 |
| 9F4G65 | 656F11 |
| JN3194 | 26C3VB |
| 1B23F9 | BCN653 |



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You will be able to move around easily thanks to the Optional Measured Reaction Shuttles, which serve the places of interest in the city and stop when you wish.

It is certain, Mr Firbank, that thanks to the Interstellar Mining Company, you will also have the benefit of a placement of your choice within our prestigious mines. Don't worry, we haven't forgotten you. One of our most able members of staff will come to take you out of the pleasant reality of your comfortable surroundings.



Because, and don't ever forget this, you are on New Washington in order to work. So you will be accompanied to your future work place, where all career opportunities are open to you.

It's all up to you now!

#### **OPENING OF THE SPACEPORT:**

The opening ceremony of the new SPACEPORT took place yesterday, on 2 April, in an atmosphere that was both dignified and good natured.



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Monsieur Antoine Lubeche said on this occasion: "It's a great day for our city and for that matter for the future of Titan, which will now be able to maintain cordial and permanent commercial relations with the planets in our solar system".

Accompanied by First Governor Dunfee and all the directors, the President of C.O. used a laser to cut the three-dimensional cord of the single landing strip, allowing the space shuttle to make its first orbital flight.

### **PHYSICIST HONOURED**

At the invitation of the Governor of our City, EDWARD VAN RIZOTTO, the renowned Earth scientist, arrived this morning. A large security operation was mounted for the occasion. The inspired inventor of transitional scanning teletravel, whose efforts, despite some unfortunate destination errors, permitted the transport of prisoners to the moon without the use of space shuttles, was received with all the honour due his rank. After a brilliant rendering of the "Patriot's anthem", the visit was followed by the opening of a museum dedicated to the first settlers to arrive on Titan. The scientist will be staying at the Governor's palace during his brief one week stay with us, before returning to Earth where top secret projects await him.





**The Robo-cops patrol**

## **BLOODY RIOTS IN NEW WASHINGTON:**

Several dozen mutants from the forbidden zone rebelled on Wednesday 29th March, following an overdose of sap from the artificial jungle on the upper level. Initially indulging in limited actions of vandalism (breaking windows, setting fire to autospaces, and generally causing havoc), the revolt degenerated into attacks on the population in the surrounding districts. A special commando group, led by the ex-space mission leader, Arthur MacFly, was set up. Their mission, to eliminate the overflow of mutants by any available means.

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The City's security services continue to recruit in order to deal with any similar future occurrences.

For more information, contact the security department in your area, or ring on holophone number EUR-103H.

The Narcofighters brigade was put in control of the investigation into sap trafficking out of the upper level. To be continued.

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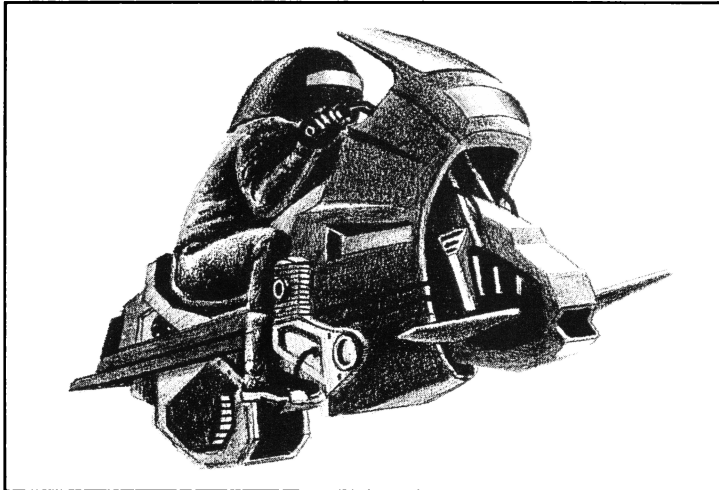
## MINING DISASTER

The final death toll in the mining disaster in the Western zone stands at three. On 30th March last, at about 2100 hours, the fifth level of mine B7 collapsed in a single block on top of the workers, even though they were equipped with protective equipment. According to survivors, the majority of the victims' shields had not worked. "This accident was caused by defective material, not human error" the supervisor of MB7 stated. In order to avoid another accident of this type the mine has temporarily shut down, to allow a complete review of its protective shields and to rearrange the mine's fifth level. The investigation continues.

|        |        |
|--------|--------|
| 1      | 5GB469 |
| 2      | 61636B |
| 3      | 657220 |
| 4      | 12G399 |
| 5      | 1G24RT |
| 44GF56 | 5GB46G |
| 163F95 | 495431 |
| 1C5D67 | 5G13R2 |
| 13J21Y | 12G399 |
| 44G56R | 1G23RE |



# B.M.ZAKI 5000 ST



## TECHNICAL SPECIFICATION:

### MOTOR:

|                                     |                      |
|-------------------------------------|----------------------|
| Cylinders :                         | 8                    |
| Valves                              | 32                   |
| Ionic injection                     |                      |
| Powered by integrated visualisation |                      |
| Capacity                            | 4893cm <sup>3</sup>  |
| Maximum power (HP Din)              | 300 hp at 40500 TR/M |

### SIZE:

|                      |               |
|----------------------|---------------|
| Length and width HT: | 2.055m/0.885m |
| Weight               | 203 Kg        |

### PERFORMANCE:

|                 |               |
|-----------------|---------------|
| Top speed (m/s) | 345           |
| Price:          | 50980 Credits |

- 1 41F3E5
- 2 756E20
- 3 736F66
- 4 929F51
- 5 MX15S2

JF4651  
4F55E4  
5D46MW  
84D3E4  
99F56R

21F3E5  
5G1NNE  
S213SE  
989F51  
MX15S2

Streamlined and aggressive, the B.M. ZAKI 5000 leaves you in no doubt as to its strength of character as an ultra fast vehicle. A powerful motor fitted with the latest anti-jet system will easily allow you to exceed speeds approaching mach 1. This machine is afraid of nothing and no-one.



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## WORK BRINGS FREEDOM

In the beginning, this phenomenon worried hardly anyone. But the evidence is there; recruitment to high risk jobs has fallen markedly over the last few months. Many areas of work are affected by this crisis, such as station engineers, dome scrapers, bounty hunters, body guards, messengers, mutant killers...

With a view to revitalising the job market, recruitment personnel are now offering candidates absolutely unbeatable salaries.

If you like dicing with death, are in good shape physically and money is your driving force, there's a job for you! Get in touch immediately with the Special Unit for High Risk jobs (SUHRJ) on AFR-598.

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## ECONOMY

During the months of March and April, sap production from the artificial jungle fell by 10%. No cause for alarm was recorded. Morale continues to be high amongst the workers in the upper level.

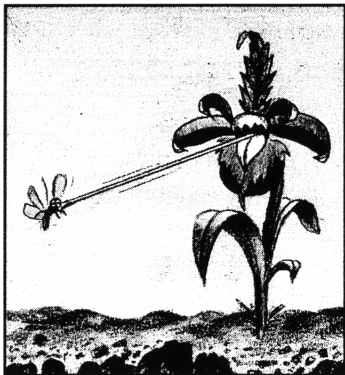


**Scraper at work**

|   |        |
|---|--------|
| 1 | 112432 |
| 2 | 74206E |
| 3 | 276120 |
| 4 | 3F456E |
| 5 | 68030E |

|        |        |
|--------|--------|
| RA5698 | 112432 |
| 8B54DA | 1342RF |
| 5H12HM | 14V5F4 |
| 1C23D4 | 3F456E |
| 29V464 | 74F651 |





## MEDICAL COLUMN:

A team of multi-planetary researchers, led by Doctor Sybille Birmok, published a paper in the latest issue of "Arti-jungle", the Titan weekly, dealing with the appearance of a new and fearful illness which could be the disease of our time: Craniaflab.

The first symptoms of this illness, which affects people of all ages, are physical (loss of nails, softening of the skull, loss of teeth) and psychological (acute paranoia, sudden loss of memory or a tendency towards murderous hysteria). More than fifty people showing symptoms of the disease have been hospitalised in the intensive care unit at the Multimедical Centre (Asia district). It should be noted that some of them, mostly natives of the American district, have now been undergoing treatment there for over eight months, with no visible sign of improvement.

Following long and costly research, a chemical compound has been isolated, mainly based on mercuriolate of iodised tetraxyne, which seems to show evidence of having a real effect against this disease. This substance, an extract from a recently discovered carnivorous plant (orchis aciarium), is not easy to obtain, since this plant only grows in the farthest reaches of the artificial jungle.

1 1KG657  
2 726965  
3 6E2064  
4 CR5D62  
5 63R987



6X2C56 1KG657  
3W6D54 1F23E6  
E56F13 PL5D64  
1C32D5 CR5D62  
4F65GN 63R987

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Groups are now being trained, specialising in the research and gathering of these half-vegetable, half-metal specimens upon which scientists are pinning so much hope.

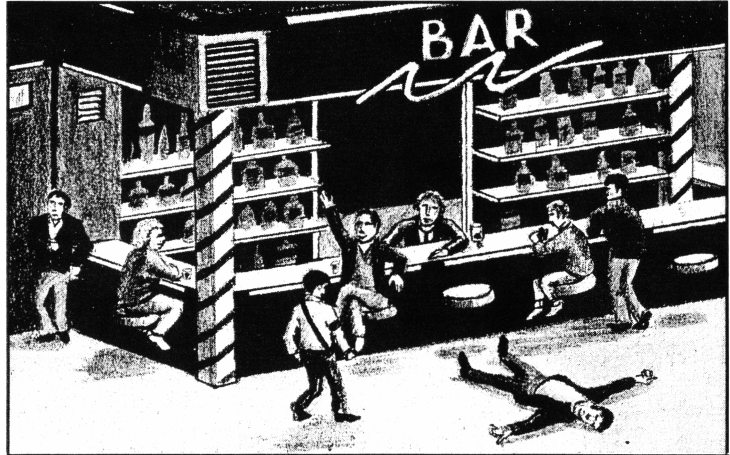
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### UTOPIA AGAIN!

A minor dispute occurred in Utopia yesterday evening at about 11 pm (Titan time). Two miners attacked a barman who refused to serve them, as they were already drunk. The security services of the famous establishment had no difficulty in restraining the two hotheads, ejecting one and warning the other. Everything returned to normal after this, and the evening ended happily.

### Warm atmosphere in Utopia

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### ENVIRONMENT:

During a school visit to the artificial jungle two new animal species have been discovered. At the same time a strange new plant, unknown up to that point was also found. A group of researchers has been assigned to the study of these interesting phenomena.

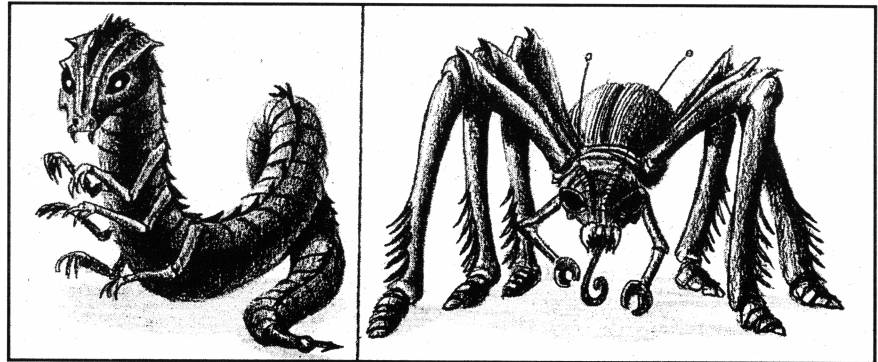
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| 5      | 23N6H5 |
| 3249D5 | 115G65 |
| 3X6SE9 | HFF453 |
| 7FF513 | 15B6GL |
| NKDLJ8 | 1HLMF9 |
| 5K139R | 23N6H5 |



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These half-organic, half-metallic creatures live in the same macrocosm. Their complex make up allows them to adapt perfectly to the harsh surroundings of the artificial jungle.

There is nonetheless, cause for concern, if the words of Professor Marcouze are to be believed: "In fact, if we humans have created this artificial jungle in order to produce the oxygen we need to survive, it is not impossible that species have been created by this same jungle. All the same, let us hope that these organo-metallic lifeforms do not harm the overall balance of the artificial vegetation".



**Two specimens under examination**



L5D455  
TYD953  
GB4ST5  
663982  
765SFH

1 KKBF12  
2 696575  
3 782C2O  
4 LMH95F  
5 1B2395

KKBF12  
4F5E6C  
1D29EJ  
LMH95F  
1B2395

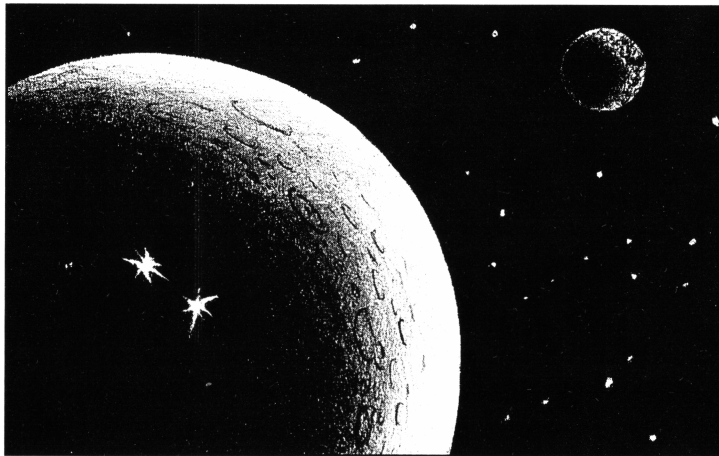


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## FOREIGN NEWS (EPA)

According to the Earth Press Agency, the lunar penitentiary has recorded a rise in violence over the past few days. It began when certain detainees refused to return to their sterile bubble, saying that there was a lack of protozamine in the freeze-dried food. Negotiations were aborted, leading to widespread rebellion. The taking of several luno-maton hostages led to a swift reaction by the security forces. The final toll stands at twenty-five dead, five injured, one, a guard seriously, and many moved to the high security district.

The unified government ordered that a detailed enquiry be carried out to determine the exact causes of the uprising.



### Peace reigns in the lunar penitentiary

|   |        |
|---|--------|
| 1 | 446SG2 |
| 2 | 632765 |
| 3 | 737420 |
| 4 | 9H46TU |
| 5 | 5GF461 |

|        |        |
|--------|--------|
| 12H3G5 | 4496G2 |
| 13G245 | 4H5T65 |
| GMN996 | LN6321 |
| 5GR612 | 9H46T3 |
| 1B95F3 | 5GF461 |



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## NEWS FROM EARTH IN BRIEF 1 April 2142

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The warming of the ice cap has resulted in a tidal wave of unprecedented proportions off the coast of Mexico. Many lives have been lost.

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Centenary celebrations of the unification of the Earth Confederation are well under way. Planetary preparations are unfolding in an atmosphere of good will.

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The Nobel prize for Applied holo-cybernetics has been awarded to the Gennes Charpak VI A.L. generation of androbots.

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The underwater city of Erabu III has been opened off the coast of Edinburgh. This new underwater city could soon be used to house the survivors of the Mexican disaster.

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The Rolling Asteroids' interplanetary tour is due to reach Titan towards the end of June this year. Reservations for the legendary earth group may be made at any of the box offices of the Delphine Corporation (or so we hear!)



|   |        |
|---|--------|
| 1 | 73H132 |
| 2 | 636F6D |
| 3 | 6D6520 |
| 4 | 945G31 |
| 5 | 9B56FM |
|   | 73H132 |
|   | 9V35D3 |
|   | 9B3FG3 |
|   | 1E35S6 |
|   | 1F2E3E |
|   | 9V123D |
|   | 5V39S4 |
|   | 945G31 |
|   | 9B56F2 |

---

## **AT LAST, FREELY AVAILABLE...**

The new micronised molecular fusion pistol is on sale near you at all the best armourers in New Washington. You will be surprised by its manoeuvrability, lightness, range and in particular its super quick re-charging capacity, making this the pistol for today which will still hold its own tomorrow.

### **Technical Specifications:**

Weight: 1500g

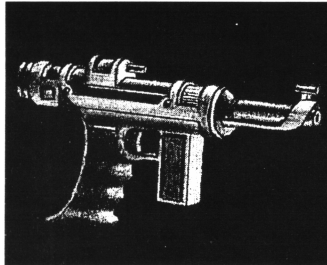
Range: 850 metres

Penetration coefficient: 1.65cm

Magazine: Platinum fibres

Type of projectile: Variable according to circumstances

Price: 1750 Credits





## CULTURAL INFORMATION

### Cinema:

During the 22nd 2-D Science Fiction festival, presided over this year by Jurgen Lucas, we will again have an opportunity to see four now immortal works of art on "Titax" screens: Star Wars, Blade Runner, Star Trek and finally the unforgettable Alien, films which had considerable impact in the 20th century.

### Museums

Georges-Clinton Centre: Art revitalises the city. Urban life and contemporary art.

*Address: 3093, BA-92 Street. Metro: Asia.*

Xénon Gallery: National library discount centre.

*Address: R4, KTI-69 Street. Metro: Europa*

National Gallery for Arcade Games: The Martians and Europe.  
Every day except Sundays. Admission: 10 credits

- |   |        |
|---|--------|
| 1 | 15ZD96 |
| 2 | 736520 |
| 3 | 76616E |
| 4 | 6GR321 |
| 5 | 4D3396 |



- |        |        |
|--------|--------|
| 4GHM1  | 15Z96D |
| 226316 | 1F5E67 |
| 9D56Z2 | 7F45E2 |
| 6F23D1 | 6GR321 |
| 5E460S | 4D3395 |

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## HOLOSCOPE: TODAY'S SIGN: SAGITTORPIO

With your enhanced natural charisma, free of regrets, you expect a lot of the present and the future. People under your sign do not cling to the past, with good reason. Calm your impatience. Save energy. You will surprise those around you with your speed in safeguarding your interests or those of your loved ones. Your quest for perfection often makes you intransigent. On the other hand your directness, so pleasing and sexy in love matters, will help break down barriers and give your passions free reign!

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### T.T.V PROGRAMMES for 07.05.2142

**19:00 News**

**19:30 News from Earth**

**20:00 Final part of "DEATH TOWER"**

This is the last showing of this famous game, in which contestants risk their lives to win a return trip to earth.

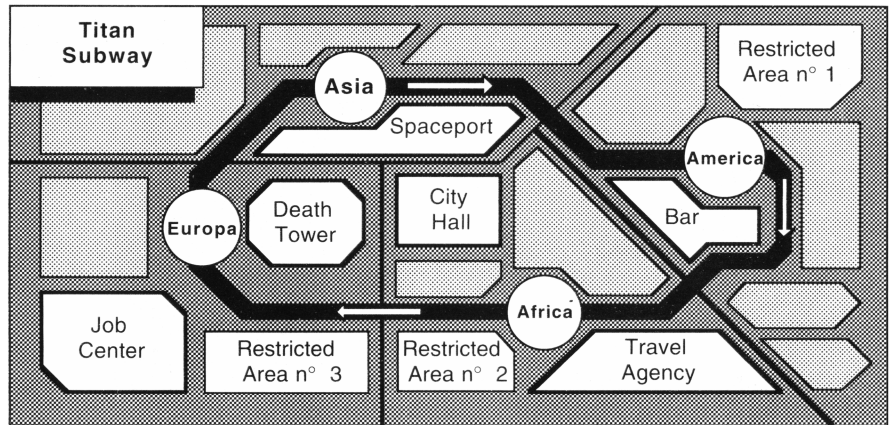
**22:00 Regional variations**

**6.00 End of image bank access**

|   |        |
|---|--------|
| 1 | 23SB12 |
| 2 | 746572 |
| 3 | 206465 |
| 4 | 159XWS |
| 5 | 77BR93 |

|        |        |
|--------|--------|
| 45F6E1 | 23S412 |
| 44F56D | 12G32F |
| 5R46E1 | 99C63D |
| 19D866 | 15SXW9 |
| 8Z46D3 | 77B9R3 |





**Map of New Washington**

- |   |        |
|---|--------|
| 1 | 24FDD1 |
| 2 | 207361 |
| 3 | 766F69 |
| 4 | 6VF563 |
| 5 | 99BG42 |



- |        |        |
|--------|--------|
| 45F31D | 24FDD1 |
| 9SA612 | 6C4DS6 |
| 4Z6CC5 | LFM956 |
| 11D299 | 6V5F63 |
| 1F23D5 | 99BG42 |

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## USER MANUAL



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# LOADING INSTRUCTIONS

## COMMODORE AMIGA

### RUNNING FROM FLOPPY DISK

When the computer is switched off, insert **Flashback disk 1**, then turn the machine on. After a few seconds the program will start running automatically.

It will be necessary to change disks during the running of Flashback, please follow on-screen instructions.

### INSTALLATION TO HARD DISK

From the **CLI** prompt, create a folder in which to place the game, by typing:

**MAKEDIR DH0:FLASHBACK**

Now insert **Flashback Disk 1** into drive DF0: and copy all of the files into the Flashback folder by typing:

**COPY DF0:DH0:FLASHBACK ALL**

Repeat this above procedure for the remaining disks.

**Note:** In the above example the hard disk has been called **DH0:**. It may be that your hard disk has a different name (e.g. **WORK:**), if this is the case, substitute **DH0:** with the name of your hard disk in all commands.



VIO12S  
1F3TER  
QL5D93  
9C6223  
D54S63

1 97TF64  
2 722066  
3 616972  
4 112682  
5 BFD461

97T45F  
3GH5B9  
6B4S6T  
112682  
BF4D61



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## RUNNING FROM HARD DISK

From the **CLI** prompt, type the following:

**CD DH0:FLASHBACK  
ENDRUN FLASHBACK**

In a few seconds the program will start running automatically.

## MEMORY DIFFICULTIES

Flashback will only run on machines with at least **1 Mb** of memory. Certain systems (Amiga 600 for example) have operating systems that take up a lot of memory, leaving little room for any program.

If you come across this problem, disconnect any peripherals: external drive, printer, hard disk, etc.

**AMIGA 600/1200** owners should: press both mouse buttons simultaneously at start up, to recover memory. From the menu displayed, select 'Advanced Options...', then deactivate all peripherals, except drive **DF0:**, by clicking on the buttons marked '**ENABLED**'.

- If the game will not start:  
the memory may be fragmented: Switch off and restart the game.

|        |        |
|--------|--------|
| 1      | 6F5954 |
| 2      | 652064 |
| 3      | 752076 |
| 4      | 974DGS |
| 5      | EZ8561 |
| 1D2S33 | 6F5954 |
| S45SQ6 | 9F45D3 |
| DD54S3 | 5D45SL |
| RG456M | 9F4D5S |
| 1S6S59 | EZ8561 |

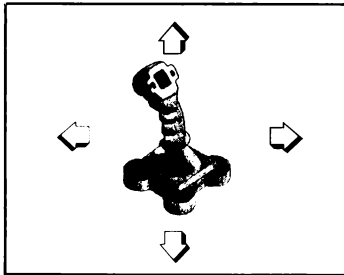


- 
- If the game starts up correctly but hangs:  
Try disconnecting all your peripherals (external drive, printer, etc...)

## CONTROLS

Flashback can be controlled by using the keyboard, single button joystick or a Mega Drive control pad.

The Keyboard controls are as follows:



**CURSOR UP - UP**  
**CURSOR DOWN - DOWN**  
**CURSOR LEFT - LEFT**  
**CURSOR RIGHT - RIGHT**

These controls are used for:

- Moving the Conrad during the game.
- Selecting an object from the inventory.
- Moving the cursor through the menus.

**SHIFT - ACTION button**, used to run, jump, pick up an object, etc.

**ENTER - USE button**, used for selecting an object from the inventory.

**SPACE - ARM button**, used for drawing and holstering the gun.

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## F1 - INVENTORY

**ESC** - Cut short animation sequences

**SHIFT+ENTER+SPACE+F1** - Quit to Main Menu

**F10** - Show full screen

**F9** - Zoom X 2

**F8** - Zoom X 4 (in zoom mode the window may be moved in any direction using the mouse.)

**CTRL** and **G** - Switch automatic zoom mode on/off. The default is off.

**CTRL** and **C** - Switch in game cinematic sequences on/off. If Flashback is running from floppy disk then the default is off the default is on if run from the hard disk.

## USING JOYSTICKS

### Single Button Joystick:

Select joystick from the option menu or, while in the game, by pressing the keys:

**CTRL** and **1**.

Button acts as the **ACTION** button during the game.

### Double Click Single Button Joystick:

Select joystick from the option menu or, while in the game, by pressing:

**CTRL** and **2**

Button acts as the **ACTION** button. Pressing the button twice in quick succession acts as the **ARM** button, (draws the pistol or puts it back in its holster). **ENTER** on the keyboard acts as the **USE** button.

|   |        |
|---|--------|
| 1 | 54GTIA |
| 2 | 826C6F |
| 3 | 2E0045 |
| 4 | E6TBS5 |
| 5 | 6SH205 |

|        |        |
|--------|--------|
| 54JH61 | 5T42G3 |
| 8F46D5 | 4G99G4 |
| R9E456 | 11G3F4 |
| G5F6F1 | 99N12G |
| 9G6F32 | 6S2345 |



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### Two Button Joystick (unmodified Mega Drive type):

Select joystick from Option menu or, while in the game, by pressing:  
**CTRL** and **3**

Button **B** acts as the **ACTION** button. Button **C** acts as the **ARM** button (draws pistol/puts pistol back in its holster). **ENTER** on the keyboard acts as the **USE** button.

### CHANGES

Please refer to the **READ-ME** file on disk 1, for any additional information.

## PC AND COMPATIBLES:

### INSTALLATION TO HARD DISK

To install Flashback onto your hard disk, insert **Flashback disk 1** into your floppy drive and type:

**A: (or B:)**

**INSTALL**

Please follow the on- screen prompts. Once installed to change configuration re run the install program.

### RUNNING FROM HARD DISK

From the prompt type:

**CD DELPHINE / FB**

**FB**

In a few seconds the program will start running automatically.



|        |        |
|--------|--------|
| 1      | 996F56 |
| 2      | 742063 |
| 3      | 276573 |
| 4      | 4SM124 |
| 5      | KK9563 |
| 6F43D5 | 996F56 |
| F13D63 | JKL562 |
| A9JHGM | TD2TD3 |
| KMD653 | 4F6D2N |
| 846512 | KK9563 |

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## CONTROLS

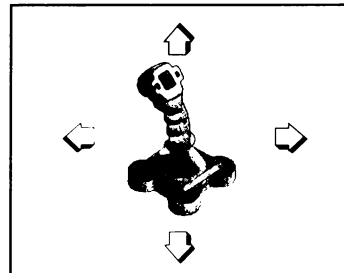
Flashback can be controlled by using either the keyboard, a 2 Button Joystick or a 4 button Gravis GamePad™.

The Keyboard controls are as follows:

**CURSOR UP - UP**  
**CURSOR DOWN - DOWN**  
**CURSOR LEFT - LEFT**  
**CURSOR RIGHT - RIGHT**

The above controls are used for:

- Moving the Conrad during the game.
- Selecting an object from the inventory.
- Moving the cursor through the menus.



**LEFT or RIGHT SHIFT - ACTION button**, used to run, jump, pick up an object, etc.

**RETURN - USE button**, used for selecting an object selected from the inventory.

**SPACE BAR - ARM button**, used for drawing and holstering the gun.

**TAB or BACKSPACE - INVENTORY**/cut short animation sequences.

**J KEY** - Re-calibrate joystick.

|        |        |
|--------|--------|
| 1      | 966FE3 |
| 2      | 742061 |
| 3      | 76616E |
| 4      | 9FD462 |
| 5      | 1F5D62 |
| 77931A | 966FE3 |
| 5Z6319 | 4F5E66 |
| JHC561 | 6D5421 |
| 3Z53F1 | 9FD462 |
| 6S4352 | 1F5D62 |



---

Pressing the **ESC** key during the game will display the following 'POP-UP' menu:

**RESUME GAME** - Restart from where you left off

**SOUND FX ON/OFF** - Sound effects on/off

**MUSIC ON/OFF** - Music on/off

**JOYSTICK ON/OFF** - Select joystick or keyboard

**ZOOM ON/OFF/AUTO**

**ABORT GAME** - To continue screen

## USING JOYSTICKS

### 2 Button Joystick:

1st button - **ACTION** button

2nd button - **ARM** button

**RETURN** on keyboard - **USE** button

### Gravis 4 Button GamePad™ :

**GREEN - INVENTORY**

- cut short cinematic sequences

**RED - ACTION** button

**YELLOW - USE** button

**BLUE - ARM** button

## CHANGES

Please refer to the **READ.ME** file on disk 1, for any additional information.



|        |        |
|--------|--------|
| 1      | RT965F |
| 2      | 742074 |
| 3      | 6F7574 |
| 4      | 5FFAS5 |
| 5      | PMS963 |
| 1B3F23 | RT965F |
| 9F5D31 | 6F6F12 |
| 3F11D3 | 9F86D3 |
| 8F4D62 | 5FFAS5 |
| WRB562 | PMS963 |

---

## YOUR QUEST STARTS HERE

You play the part of Conrad Hart, controlling his every move through the 6 levels of the game. During your quest, you will come across many different friends and foes whom you may wish to help or vanquish using your gun. You will have to complete many challenges in order to restore your lost memory. Each level features its own unique graphics and hazards, linked by cinematic animation sequences.

### COPY PROTECTION

When requested, look through the manual to match the symbol displayed on screen. One of the codes from the column on the left will be displayed, type in the code opposite (from the column on the right).

For example:



**DDSF65:** type in **JF6123** on the keyboard.

### GETTING STARTED

After the title screen is displayed, an animation sequence explaining the story so far is displayed. If you have seen this sequence before, you may press the **ACTION button** to jump to the Main Menu.

|   |        |
|---|--------|
| 1 | 6SS452 |
| 2 | 207061 |
| 3 | 726661 |
| 4 | 9DSJ33 |
| 5 | 9FD462 |

|        |        |
|--------|--------|
| 5S41C2 | 6SS45D |
| 3Q15S6 | 31D23S |
| DDSF65 | JF6123 |
| FDGDS6 | 9D4S62 |
| 23S4Q6 | 6D5S6N |



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## MAIN MENU

To select an option, use **UP/ DOWN**, and press the **ACTION** button to select it.

- **START**: Start a new game.

- **PASSWORD**: Allows you to enter a Password, and re-start the game from the beginning of the level that Password corresponds to. It will also restore the difficulty level. The Password for Level 1 (PC only- normal difficulty) is BANTHA (Amiga only- normal difficulty is WIND), this is the same as starting the game using the **START** option. To enter the Password, type it in using the keyboard. If the Password is incorrect, you will return to the Main Menu. At the start of each level, a new Password will be displayed in the centre at the top of the screen. **N.B.** You should make a note of the Password displayed, as this will save you having to start the game from Level 1 every time you play Flashback.

- **SKILL** (PC version only): Allows you to choose the game difficulty (easy, normal or expert).

- **OPTIONS** (Amiga version only): To select an option, use **UP/ DOWN** to move the highlight, and press **LEFT/ RIGHT** to change the setting. The options are as follows:

**Level**: Allows you to choose the game difficulty (easy, normal or expert)

**Joystick Type**: Allows you to select the joystick type (3 possible choices).



1 E6T8S5  
2 697465  
3 6D656E  
4 A456SE  
5 45Z687

1AG231 E6T8S5  
R1A456 E5486D  
24D56A F152E6  
2S46A5 A456SE  
21D56E 45Z687



---

**Sound Test:** Allows you to hear the game music, press the **ACTION button** to listen to the selected track.

**Exit:** Return to the main menu.

- **DEMO (PC)** - Plays demo of game
- **INFO (PC)** - Displays keyboard and joystick controls
- **QUIT (PC)** or **Esc** key - Quit to DOS

## PLAYING THE GAME

On the screen you will see Conrad, his movements are varied and some of them complex. Please refer to the section **Moving the Character** later in this manual for all available moves.

## INTERACTING WITH YOUR SURROUNDINGS

As you move through the level, you will come across many people and objects. Each time you come across one, the name and an icon will be displayed at the top left of the screen. The icon will explain which way you can interact with the object. Pressing the **ACTION button** performs the action indicated by the icon. The various icons are as follows:



**TAKE:** Pick up an object (stone, key, etc) and place it in your Inventory.



**LOOK:** Examine an object or a notice.

|   |        |
|---|--------|
| 1 | 1D6QJ2 |
| 2 | 742069 |
| 3 | 727265 |
| 4 | 1GF6F2 |
| 5 | 6H566G |

|        |        |
|--------|--------|
| GFD546 | 1D6QJ2 |
| 9D4S62 | 3F1966 |
| 9HGJ31 | 9F4D44 |
| 3123DQ | 1GF6F2 |
| 9YTY22 | 6H566G |





**RECHARGE:** Recharge your shield or cartridge



**TALK:** Talk to a person.



**ACTIVATE:** Operates doors, lifts, etc.



**USE:** Allows you to use the selected object from your Inventory (e.g. insert a keycard into a cardlock). It may also be used to give items to other people.

Press the **ACTION** button to carry out the action indicated by the icon.  
N.B. Some actions (recharge and use) need an object selected from the Inventory.

## INVENTORY

Press the **INVENTORY** button to Open and Close the Inventory. At the start of the game, there are already several objects listed. As you 'Take' further objects on your journey through each level, they will be added to your Inventory. At the end of each level, any unnecessary objects will be discarded. You may be given extra objects to help you complete the next level.



|        |        |
|--------|--------|
| 1      | 21MKJG |
| 2      | 73706F |
| 3      | 6E7361 |
| 4      | 133456 |
| 5      | 41247K |
| 554JKL | 21MKJG |
| 97YETR | 64GGHN |
| 44EZA1 | 64KJHL |
| 6445AE | 133456 |
| 64557M | 41247K |

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Once you have opened the Inventory, use **LEFT/ RIGHT** to move the selector. If other objects have been stored, an arrow will be displayed. You may move to the extra lines by pressing **UP** or **DOWN**. To select an object, highlight it and exit the Inventory by pressing the **INVENTORY** button. That object will now be active and will be displayed in the top right hand corner of the screen. If the active object is given away, the previously selected object becomes active again.

Whilst in the Inventory, press the **ACTION button** to display the current score and difficulty level.

### OBJECT LIST

Here are some of the objects that you may find in the course of the adventure.



**GUN:** You main weapon.



**HOLOCUBE:** Contains important information.

|        |        |
|--------|--------|
| 1      | ARD547 |
| 2      | 626C65 |
| 3      | 34MJOP |
| 4      | 1456BV |
| 5      | 64PUN5 |
| 44KLJ3 | ARD54V |
| 44513K | 785UT2 |
| 6312ES | 34MJOP |
| 9755KJ | 1456BV |
| 11326D | 64PUN5 |





|        |        |
|--------|--------|
| 1      | 33HGfN |
| 2      | 54KVC3 |
| 3      | HGO371 |
| 4      | 98G6F1 |
| 5      | 5GFF65 |
| 54KJ98 | 33HGfN |
| 54ERT9 | 54KVC3 |
| ERYB62 | HG54D1 |
| DSC123 | 98G6F1 |
| 5F4D63 | 5G4F6Y |



**FORCE FIELD:** Creates an energy barrier which stops enemy shots.



**STONE:** Can be thrown or placed.



**CREDITS:** Money.



**MAGNETIC CARTRIDGE:** Creates an energy source when recharged and placed in the corresponding generator.



**MECHANICAL MOUSE:** Crawls along the ground setting off pressure pads and cameras.



**EXPLODING MOUSE:** Similar to the Mechanical Mouse, but explodes at the slightest touch. May be picked up when not moving.



**ID CARD:** Identity card. Some may be used as keys.



**TELEPORT RECEIVER:** Allows Conrad to teleport to where the receiver is placed - works only in conjunction with the Teleport Remote Control. This object may be thrown or placed.



**TELEPORT REMOTE CONTROL:** Works only with the Teleport Receiver and allows Conrad to be teleported to where the receiver is. You can retrieve the receiver automatically by putting the remote control down.

### MISCELLANEOUS DEVICES

Either activated by the **ACTION button** or when used with certain objects.



**TELEPORT:** Transports Conrad to a place that is inaccessible on foot.



**ENERGY GENERATOR:** Allows the shield or magnetic cartridge to be recharged.



**SWITCH:** Opens a door or calls a lift.



**CAMERA:** May open or close a door, call a lift, etc. It also aims automatic fire from the laser cannon.



**PRESSURE PAD:** May open or close a door, call a lift and may also set off an alarm.



**CARD LOCK:** Opens a door, when an ID Card is inserted.



**KEY LOCK:** Open doors or trap-doors, when a key is inserted.



**SAVE:** Memorises Conrad's exact position in the game. The memorised position will be erased if you switch off the machine.

## HAZARDS

During the game, Conrad will come across various kinds of enemy and killer objects. The enemy may be destroyed by using his gun. However killer objects can not be destroyed by using the gun. If Conrad is hit, one shield will be destroyed. If the enemy is hit, it will destroy them. The objects are as follows:



**LAND MINE:** Explodes when another object passes over or near it. It is possible to jump over these.



**FALLING MINE:** If any object passes beneath one of these mines, it will cause it to fall, exploding on contact with the ground, Conrad, etc.



**LASER CANON:** Activated by a camera or pressure pad.

## **SHIELD**

Conrad is armed with a shield with four resistance layers at the start of the game. Each time he is hit, his shield loses a layer, if Conrad is hit and there are no remaining protective layers left, the blow will be fatal.

Placing the shield in an energy generator will completely recharge the shield.

In this dangerous world, there are a number of situations which may result in instant death, here are some of them:



**DISINTEGRATOR:** Contact will cause immediate disintegration.



**ELECTRIFIED GROUND:** Conrad will die immediately if he steps on to this.

**FALL:** A fall of two or more floors will prove fatal. It is possible to stop Conrad falling to his death, if he is lucky enough to catch a side wall.

### **END OF GAME**

If Conrad dies, the game is over, and the continuation screen will be displayed. If you decide to continue, press the button indicated on screen, and you will re-start the game from the last saved point or the beginning of the last level. If you do not wish to continue, pressing the **ACTION button** will decrease the counter faster.

### **HINTS AND TIPS**

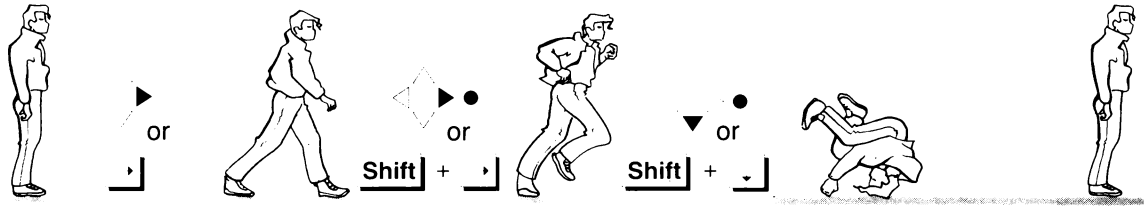
- Before starting your quest, pick up the holocube and read the information. You may not travel far without it.
- Source information from people you talk to, it may help you.
- Search the screen for objects which may not be obvious at first glance.
- Keep an eye on your shield, you may be closer to death than you think.
- Save the game regularly.
- Spend time mastering the controls.



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## MOVING THE CHARACTER

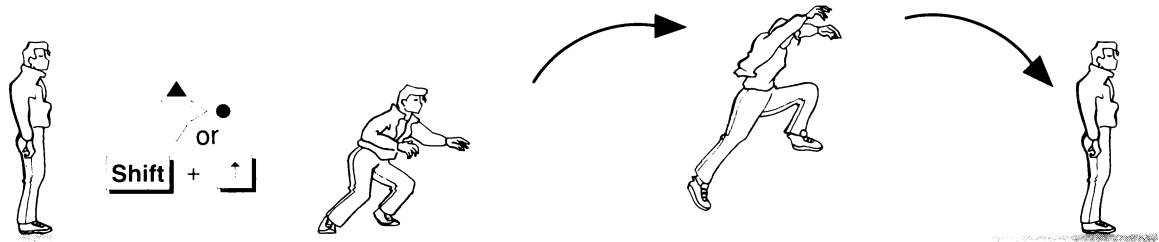
You can move Conrad either by using the joystick or the keyboard.  
However, some commands can only be accessed via the keyboard.



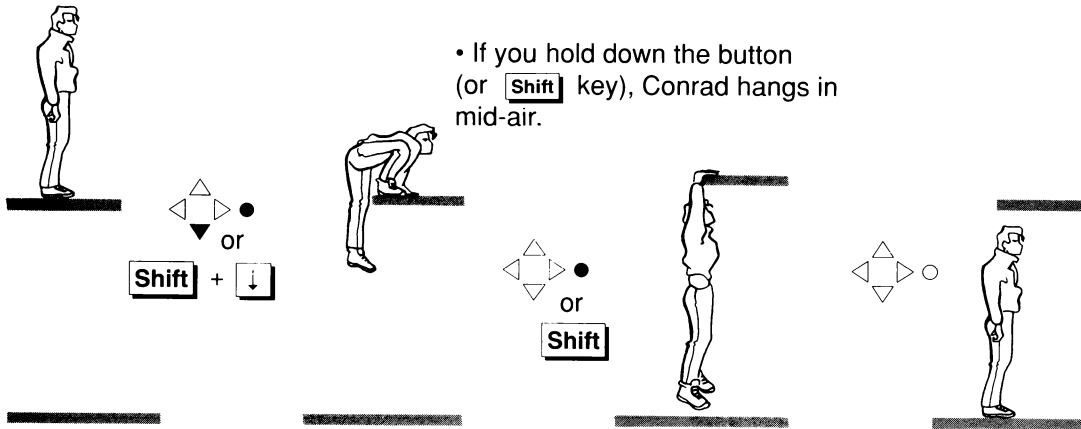
• Walk

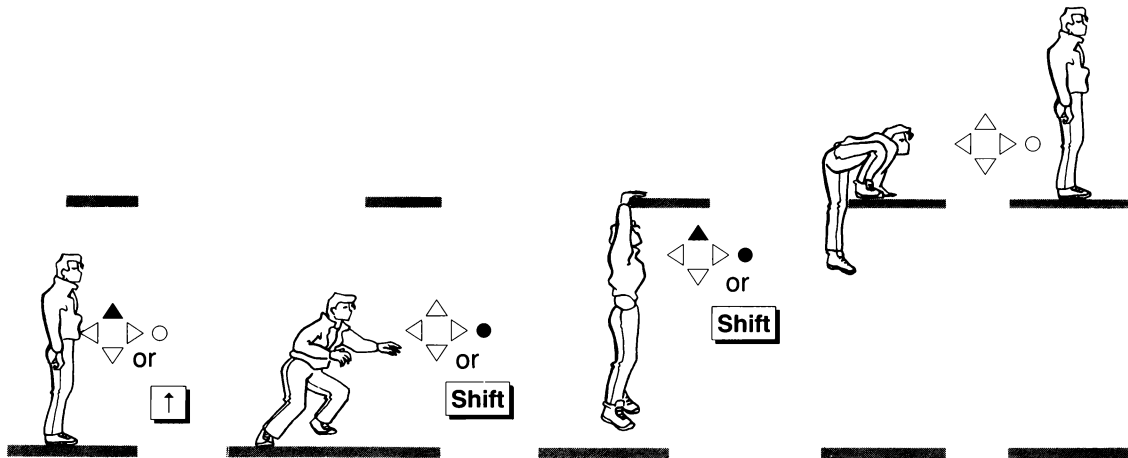
• Run

• Roll

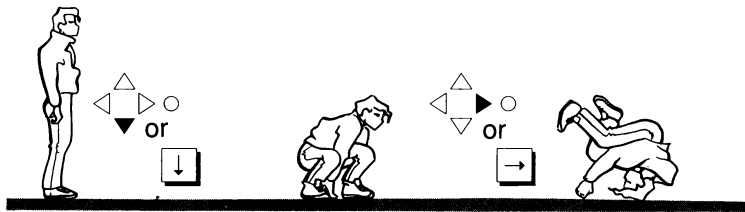


• Small jump

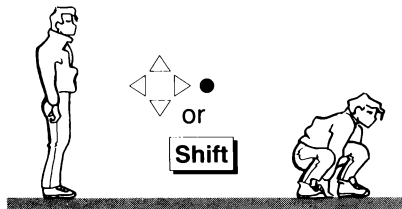




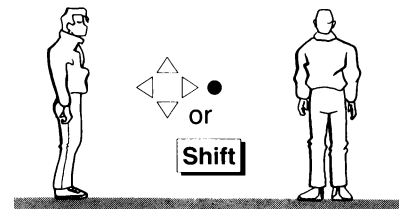
• Going up a level



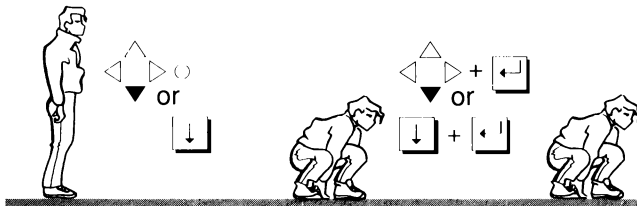
• Roll



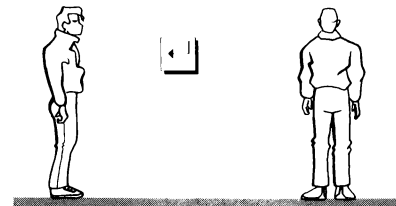
•To pick up an object, place Conrad over the object and press the joystick button (or the **Shift** key).



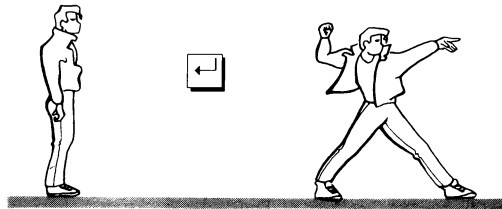
•To talk to a person or flick a switch, use the button (or the **Shift** key).



•To use or give an object, select it from the inventory, crouch down and then press Enter (Down arrow + Enter).

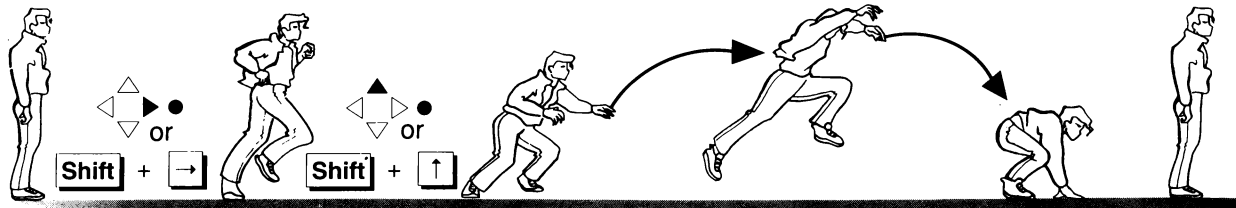


• To put an object down, select the object from the inventory and then press Enter.



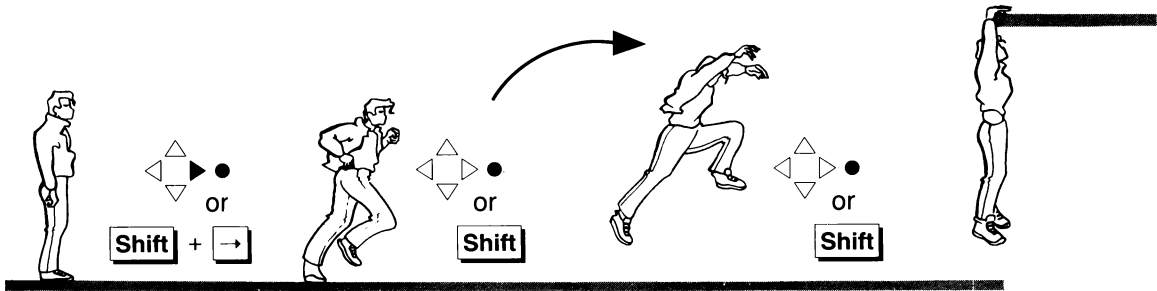
- To throw an object, select it from the inventory and then press Enter.

*Note: Only stones and the teleport receiver may be thrown.*

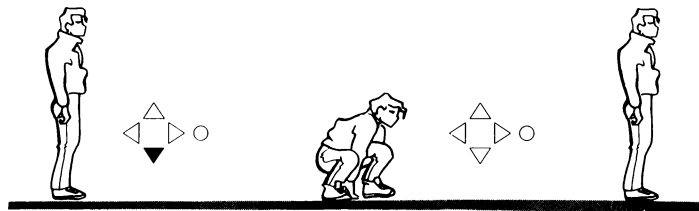


•Run

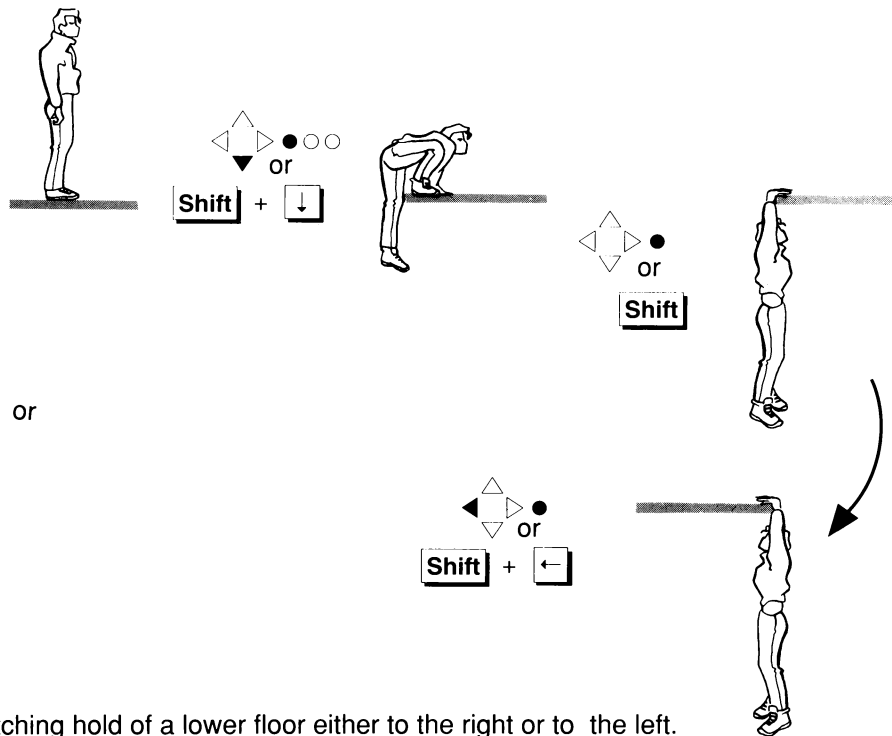
•Big jump

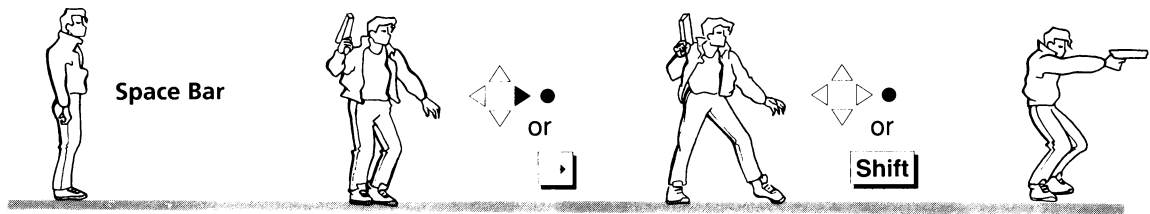


- Running and automatically catching hold of a higher floor



- Crouching down

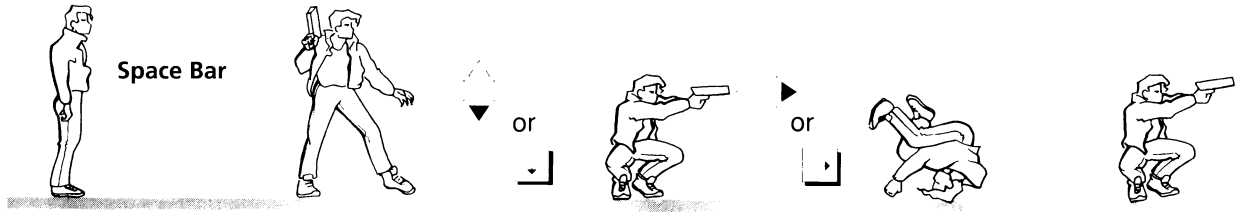




• Drawing the pistol

• Moving forward with the pistol

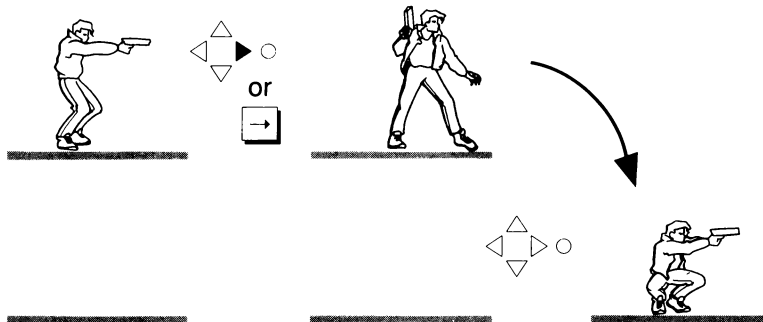
• Firing pistol



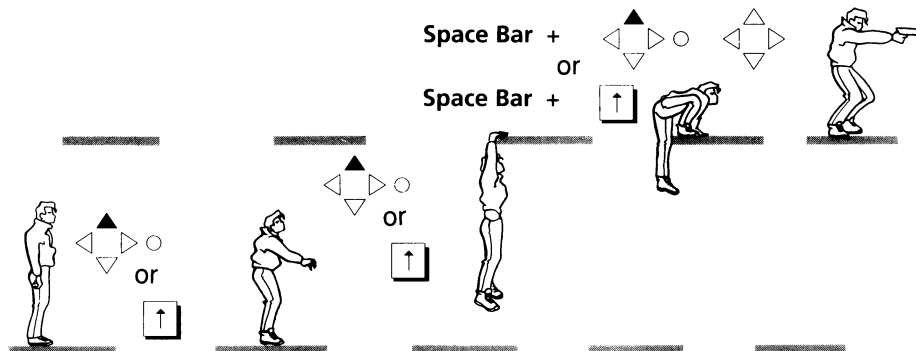
• Kneeling down with pistol

• Roll





- Dropping down a floor with the pistol drawn on arrival

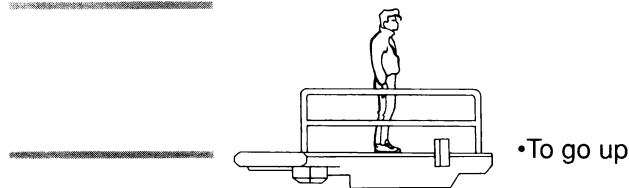
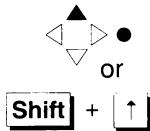


- Going up a floor drawing the pistol
- To call a taxi, stand in front of the sign and press the **ACTION** button.

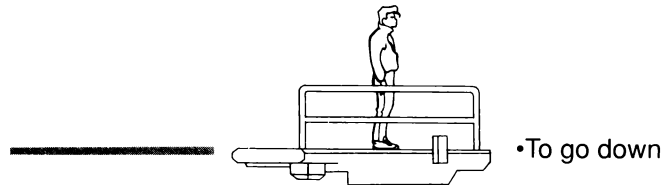
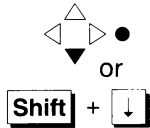
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- To get on the Metro, stand in the entry zone and wait for the train to arrive, then press the **ACTION button**. To get off the train, wait until it stops at the desired station then press the **ACTION button**.

- To go up or down by lift



POUR MONTER



NB: On the lift, Conrad may draw and use his weapon, but not move.

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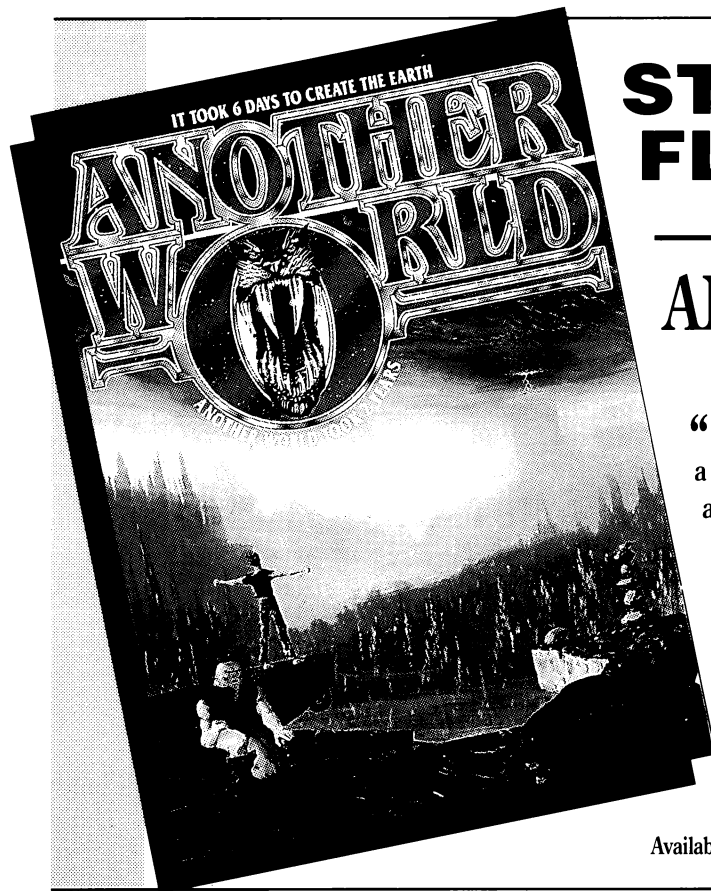
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